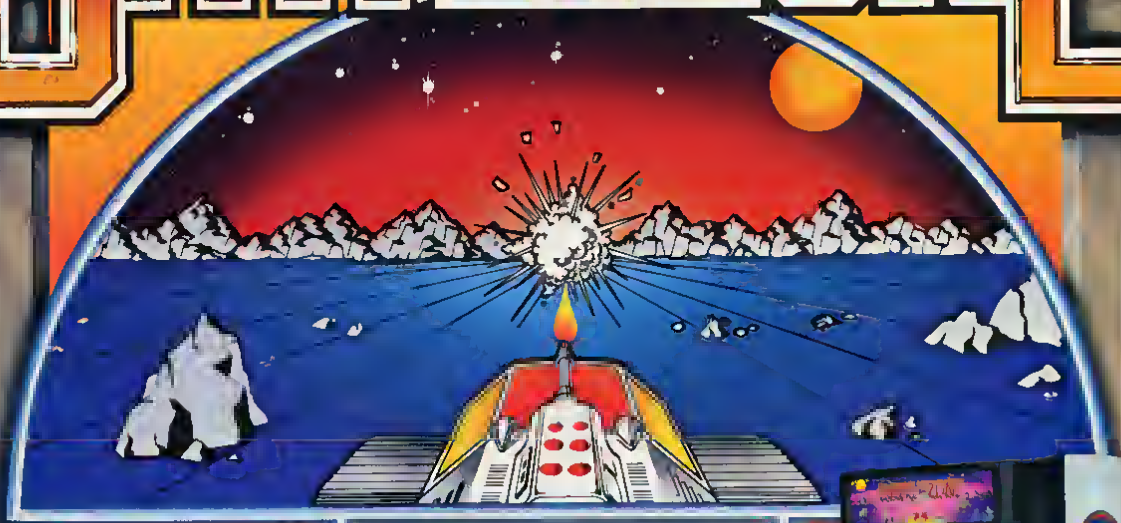
BATTLEZONE™



Supertanks compete in outer space

Exclusive QuedraScan™ monitor

Special visual effects—spectacular explosions

Raalistic "3-D" playfield viaw

Uniqua radar display werns of anemy approach

Speciel sound effects including "1812 Overtura"

Bonus scoring

Four operator adjustable game timas

Four operator adjustable bonus levels

High Score Teble display

Available in upright end caberet cabinat models

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Combat-ready for high profit scoring.
Battlezone is a totally new one player, first person combat game. Players compete for highest scores in a world beyond the stars. It's a battle of skill and wits between the player and the computer-controlled enemy tanks and missiles.

Players start with 2, 3, 4 or 5 (operator adjustable) tanks. By moving the controls the player can maneuver his tank in a 360° radius. A quick glance at the "radar scan" display shows the location of enemy tanks. "Enemy in range" appears on the screen. The player positions his tank, aims, presses the fire button and the enemy tank is blown away!

Challenge increases as skill increases.
After the first two enemy tanks have been destroyed, more targets appear. *Missiles* begin to appear randomly at pre-selected score levels beginning at 5,000 points. *Saucers* will fly randomly across the target area after 2,000 points. The speed of the enemy tanks increases after six missiles have appeared.

Special High Score Table
The ten best scores on the game will be displayed in the attract mode, along with the corresponding player's initials. A special tank symbol will appear next to the initials of any player scoring 100,000 points or more.

Operator Options

Game time: Game begins with two, three, four or five tanks.

Game difficulty: Missiles start at 5,000, 10,000, 20,000 or 30,000 points.

Bonus levels: Bonus awarded at 15,000 and 100,000, 25,000 and 100,000, 50,000 and 100,000 points, or no bonus.

Languages: English, French, German or Spanish video message presentations.

Coinage: 121 coin options, including 3 plays/1 dollar, 1 play/2 coins or 1 play/1 coin.

Game Scoring:
Slow tank = 1000 points
Missile = 2000 points
Fast tank = 3000 points
Saucer = 5000 points

Dimensions:
Upright: Height 74.82 in., 190 cm, Width 25.25 in., 64.13 cm, Depth 25.26 in., 64.16 cm, Weight 290 lbs., 131.5 kg. 19" QuadraScan monitor.
Cabaret: Height 54.25 in., 137.79 cm, Width 20.44 in., 51.91 cm, Depth 23.75 in., 60.32 cm, Weight 185 lbs., 83.9 kg. 15" QuadraScan monitor.

Talk to your Atari distributor today. Get all the details on this blockbuster combat sensation. Or contact us for referral at Atari Inc., 1215 Borregas Ave., Sunnyvale CA 94086. 408-745-2500.

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